

Unit::graphic_options

- + SubUnit
- + RecurseIntoSubUnitsOnCollision
- + missilelock
- + FaceCamera
- + Animating
- + InWarp
- + WarpRamping
- + unused1
- + NoDamageParticles
- + specInterdictionOnline
- + NumAnimationPoints
- + WarpFieldStrength
- + RampCounter
- + MinWarpMultiplier
- + MaxWarpMultiplier

+ graphic_options()